

ABSTRACT OF THE DISCLOSURE

When a plurality of users simultaneously play the same game with their game machines being interconnected to one another, a delay in the processing of one of the game machines would conventionally cause inconsistencies in game content between different game machines. In order to solve this problem, each game machine operates not in synchronization with one another, but so as to simultaneously output operation key status data representing the state of a set of number of operation controls to the other game machines in accordance with predetermined data communication timing. A received data buffer, which is a FIFO buffer (first-in-first-out buffer), sequentially stores a plurality of operation key status data received from the respective game machines. Among the received data stored in the received data buffer, only valid operation control status data is transferred to an operation data buffer in accordance with a predetermined transfer process, so as to be used for game processing. Thus, inconsistencies in game content between different game machines are prevented through software-based synchronization which does not require hardware-based synchronization.